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Atari Online News, Etc.
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->From the Editor’s Keyboard "Saying it like it is!"
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Happy April Fool’s Day! No, we’re not going to attempt any pranks this year; we’ve done enough of them over the years. Plus, we have plenty of hijinks going on every day with the presidential race! This race reminds me of a typical New England weather adage: "If you don’t like the weather, wait a minute!"

I don’t have much to say this week, so I think I’ll give you all a break this week and we’ll get right to this week’s issue!

Until next time...

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FireBee Update News

By Fred Horvat

As mentioned last week another user on Atari-Forum.com mentioned their solution to the problem of not being able to install EasyMiNT on their FireBee with the exact same problems as I was having installing EasyMiNT. I did the same thing he suggested and copied the EasyMiNT installer folder to the CF Card and install directly off the CF Card instead of off the SD Card.

I got my previously partitioned CF Card I was going to use for EasyMiNT and deleted everything off of the partitions. In this case just the C: partition had my failed N.AES installation and the other two partitions were already empty. If I remember correctly the 16GB CF Card was partitioned as C: 990MB FAT16 / D: 4GB EXT2 / E: 11GB as FAT32. I found my SD card with EasyMiNT 1.90 and put both into the FireBee and booted it up. I copied the EM190 installation folder to the CF Card C: Partition. Once completed I shutdown the FireBee and removed the SD Card. I know I could have just ejected the SD Card but I wanted to be sure the FireBee had no knowledge of the SD card when I started the installation. I booted up the FireBee and

started the installation. Right away I was greeted with two errors that I had to say Cancel to. I didn t take pictures of the errors figuring that the installation was going to fail plus they were in German and I really had no idea what they were saying and Cancel was the only option given. Well after hitting the second cancel button the familiar EasyMiNT installation screen appeared! It was in German but I have installed EasyMiNT enough times that I was familiar with what I was being prompted with and made my selections and continued with the installation.

It took a long time maybe 20-30 minutes. There was a couple other prompts that came up that I answered like what Windowing system to load I chose XaAES, Time Zone, and Keyboard Mapping. After it was done I selected to Reboot and that took a couple of minutes as the D: ext2 drive was never checked before so that drive was checked. After all that the Thing Desktop appeared on the screen in German. I knew that would happen from installing EasyMiNT 1.90 under Aranym a few months ago. I may find the English Resource files or just copy over from the original FireBee FreeMiNT installation TeraDesk Desktop. For now that is OK with me. I just wanted to see if the installation is working properly on FireBee. I opened TOSWin2 and the Command Line and typed in a couple of Unix Commands and the all seemed to work as expected. I then ran from the SD Card Netsurf 3.4 build from December 2015 that would not load with the original FireBee FreeMiNT and that loaded! I typed in a URL and got a No path to Host Error message. During the FireBee Booting I watched DHCP being loaded and proper IP Addresses being assigned to the FireBee so I was not sure what was wrong. I went back to the Command Line and typed in the PING Command to my Router and that was reachable which told me that TCP/IP was properly loaded on the FireBee. I decided to load the built in Text Web Browser Lynx and see if that would be able to get to a Web Site. I typed Lynx and the command line and was greeted with the error that Lynx required a CPU with a FPU (Floating Point Unit or a Math Coprocessor). I will have to hunt down a ColdFire version of Lynx and try again. I figured I would copy Netsurf 3.4 from the SD card to the E: Partition and try again. The folder would not copy to E: drive. The folder would highlight but then refuse to copy to E:. I don t know if it is Thing Desktop or something else as now Error was given just nothing would happen no matter how I tried.

That s as far as I got with EasyMiNT this week. It is promising now that I did get it to install on the FireBee. The Netsurf folder not being able to copy is strange. I will try TeraDesk Desktop in the coming week and also see if the Netsurf 3.4 folder is corrupt in any way. I may just download the latest Netsurf 3.5 build and try that too.

Until next time.

Atari Search Engine

Francois Le Coat

The ATARI bookmarks page http://eureka.atari.org/atari.html was updated. The goal consists in valid links, even if it

corresponds to sometimes dated information. Part of these
bookmarks persist since the creation of the WEB site, back to
the year 1996.

The interest with those numerous bookmarks, there's about 800,
is to constitute an ATARI uptodate and dedicated search engine
of the on-line scene. It is a service provided by Google Co-op.
The base of this engine is a collection composed from time to
time. It's now quite consistent.

This is a WEB 2.0 experience, because even if I'm responsible
for its creation, the *ATARI Search Engine* can possibly be
integrated by ATARI web-masters adding its HTML code.

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```
<script>
   (function() {
     var cx = '014753128619202207476:tzogojpdahi';
     var gcse = document.createElement('script');
     gcse.type = 'text/javascript';
     gcse.async = true;
     gcse.src = (document.location.protocol == 'https:' ? 'https:' :
'http:') +
         '//cse.google.com/cse.js?cx=' + cx;
     var s = document.getElementsByTagName('script')[0];
     s.parentNode.insertBefore(gcse, s);
   })();
</script>
<gcse:search></gcse:search>
```

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Have a good ATARI WEB Surfing =)

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François LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org/
http://is.gd/atarian

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->In This Week's Gaming Section - An Even Better PS4 Console Is Coming This Fal
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Razer's Ripsaw Video Capture Card!
RollerCoaster Tycoon World Available Now!
And more!

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->A-ONE's Game Console Industry News - The Latest Gaming News!
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An Even Better PS4 Console Is Coming This Fall

Sony s PlayStation VR headset will work with the existing PlayStation 4, but the Japanese company is also developing a new PS4 that s supposed to deliver an even better experience. The more powerful PS4 version would cater to the needs of hardcore gamers who want higher-end gaming experiences, including virtual reality.

It s not clear what the console would be named. For the time being, it appears that the 2013 and 2016 models would both be part of the PS4 family. According to The Wall Street Journal, Sony will keep selling the regular PS4 model once the hardware update is available. Sources familiar with Sony s plans also said that it s likely that both consoles will support the same catalog of games, but the enhanced model would offer support for ultra-high-definition resolution graphics.

The new console would be announced before the October release of the PlayStation VR headset, though specific launch dates aren t available yet.

Furthermore, it s not known what kind of internal changes the new console will have, and it s too early to talk about pricing updates for the PS4 line.

Just like Sony, Microsoft is also expected to launch similar hardware updates for its Xbox One.

We will see more hardware innovation in the console space than we ve ever seen, Xbox head Phil Spencer said a few weeks ago, teasing that a better Xbox One is coming soon, well ahead of the expected new Xbox release cycle. You ll actually see us come out with new hardware capability during a generation allowing the same games to run backward and forward compatible.

Razer’s Ripsaw Video Capture Card Wants To Help You Become The Next PewDiePie

Razer is making it even easier to realize your dreams of getting paid to play video games all day. The gamer-centric hardware maker recently announced the Razer Ripsaw, a capture card for broadcasting your gameplay to services such as Twitch and YouTube Gaming. The card features USB 3.0 and HDMI connections to stream your gaming madness to the world.

Once you re connected, Razer says the Ripsaw will be able to capture your gameplay in 1080p at 60 frames per second uncompressed with nearly zero latency. To get that supreme game capture up to the Internet, however, you ll need a healthy upload speed from your ISP.

The Ripsaw isn t just for PCs. Razer says the card comes with all the required peripheral cables you need to stream from consoles too including the PlayStation 3 and 4, Xbox 360 and One,

Nintentdo Wii U, and Razer s own Forge TV. There are also auxiliary and microphone audio inputs to capture your licensed music track or running commentary.

Razer decided not to reinvent the wheel and come out with its own software. Instead, the box integrates with OBS (Open Broadcast Software) or XSplit.

The impact on you at home: If you're going with a PC instead of a console for your game streams, Razer has varying requirements depending on whether you re using a desktop or a laptop. Desktop machines will need a quad-core 3.10 Ghz Intel Haswell Core i5-4440 or higher, and an Nvidia GeForce GTX 660 or higher. Laptops need a quad-core 2.8GHz Intel Haswell Core i7-4810MQ or higher and a minimum GeForce GTX 870M. On top of that you ll need a PC equipped with at least 4GB RAM, but 8GB is recommended.

The Ripsaw is available directly from Razer for $180, a similar MSRP to the Elgato Game Capture HD60, a rival 1080p/60fps capture card though you can often find the Elgato hardware on sale for slightly less.

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->A-ONE Gaming Online - Online Users Growl & Purr!
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RollerCoaster Tycoon World Available Now

Atari, one of the world's most recognized publishers and producers of interactive entertainment, today announced that RollerCoaster Tycoon World is available now. Players can purchase the game at retail, on any website offering the game, or on Steam. As the first PC version of the world-renowned RollerCoaster Tycoon franchise in more than a decade, RollerCoaster Tycoon World incorporates next-generation features to enhance the theme park simulation experience. Between an advanced coaster building system, an innovative approach to the management simulation, and native user-generated content (UGC) tools RollerCoaster Tycoon World gives players complete freedom to create what they want while bringing advanced functionality that will allow players to experience RollerCoaster Tycoon in a completely fun, new way.

The game is released through Steam Early Access. Before playing, users need to download the update from Steam to make sure they play the latest version of the game. The game has all the features to play and enjoy a fruitful experience, and will benefit from free content updates and features that will be driven by the feedback of the community. Atari has also announced a roadmap of additional features. Please check the details of the Steam Early Access program on the Steam page: http://store.steampowered.com/app/282560/

Participants will help shape the final details of RollerCoaster Tycoon World and provide invaluable input for the game to evolve. RollerCoaster Tycoon World is developed by Nvizzio Creations and by releasing the game in Early Access fans will be given the opportunity to get their hands on the game and provide feedback. As the game will benefit from additional features and content, fans can expect a number of fun additions, optimizations, and enhancements to be released during and after the Early Access period. These include, but are not limited to, Dark Rides, Transport Rides, and Piece-by-Piece Custom Built Structures.

The RollerCoaster Tycoon franchise is beloved by millions of fans worldwide, which is something we take very seriously. After careful consideration, the decision to go through the Steam Early Access program was made to ensure that we can get RollerCoaster Tycoon World in the hands of the dedicated fans that have followed us throughout the development process as soon as possible, said Fred Chesnais, Chief Executive Officer, Atari. As passionate RollerCoaster Tycoon fans ourselves, we look forward to working with our community and those new to the series on how we can make RollerCoaster Tycoon World the best theme park simulation game possible. Early Access allows us to openly communicate with fans about upcoming content and features and the community will help us shape our roadmap.

Key Features available with the Early Access launch of RollerCoaster Tycoon World are:

Genre-Redefining Coaster Builder: Spline-based, 3D track editor allows for the creation of the most creative freeform coasters imaginable. Easily manipulate the track to build the tamest to most puke-inducing coasters by creating loops, banks, corkscrews, inversions and more. Players have the power to test roller coasters before opening the ride to guests to ensure it meets the physics standards required to stay on the track, or the coaster might just jump the rails.

Responsive Environments & Guests: Themed zones can be created throughout a player s park, with various themed rides and objects affecting how much guests enjoy the experience. Sci-fi, Western, and Adventure are just a few themes that will impact not only ratings, but increase the area s attractiveness to certain peeps.

UGC Functionality: For the first time, modding capabilities are integrated directly into the game. Native support of Steam Workshop allows for customer scenery, 3D objects, blueprinted coasters, parks, and more to be imported into the game and seamlessly shared from within the game. The UGC tools have been designed to be accessible and easy to use for everyone.

Our realistic approach to the graphics and gameplay, combined with several next-gen updates is breathing new life into a franchise that has stood the test of time, said Matthew Labunka, Executive Producer of RollerCoaster Tycoon World, Atari. This is just the start for RollerCoaster Tycoon World, as we look to the future of the title and how we continue delivering a fun, immersive experience. Opening up the game to UGC natively allows for unlimited creativity and expansion for years to come both for us and the community.

Throughout 2016 and beyond, Atari and Nvizzio Creations will be

bringing several free content updates including Piece-by-Piece Custom Built Structures, Tunnels, Dark Rides, Transportation Rides, Weather, and more. For more on upcoming updates, check out the official RollerCoaster Tycoon World blog: http://www.rollercoastertycoon.com/rctw-blog-30-rollercoaster-tycoon-world-coming-to-steam-early-access/

RollerCoaster Tycoon World will be available in a Standard Version for £29.99 GBP and Deluxe Edition (online only) for £44.99 GBP. To keep up with what s next for RollerCoaster Tycoon World, be sure to sign up for updates and read the latest blogs at RollerCoasterTycoon.com. Fans can also join the conversation by participating in the official RollerCoaster Tycoon World forum, or on Facebook at facebook.com/rollercoastertycoon and Twitter at @OfficialRCT.

Flappy Bird VMU Released for Sega Dreamcast Visual Memory Unit

Ah, more Flappy Bird. This time the infectious timing game has come to the Sega Dreamcast. Well, the Visual Memory Unit (VMU) of the Sega Dreamcast. For those that have been living under a rock for the last few years, Flappy Bird is a timing game. Not exactly like the music games or rhythm based stuff but more action based. You are tasked with tapping a button to make your bird flap his wings and fly. Doing nothing allows gravity to bring your bird down. The challenge is in avoiding the obstacles, usually pipes of some sort, which have small openings for you to fly through.

Flappy Bird for the Sega Dreamcast VMU is slightly unique in that you are holding a button rather than tapping it to fly. Other than that, this is Flappy Bird - you either love it or hate it by now.

To get Flappy Bird on your Sega Dreamcast VMU you are going to have to own an SD adapter of some sort for the Dreamcast. Also, you will need to use, the free, Dreamshell program to move the file from the CD you burned to the Sega Dreamcast Visual Memory Unit. Once you do that, you can then play Flappy Bird on your VMU, on the go.

There are members on the Dreamcast Junkyard Facebook group that are working on getting a version of Flappy Bird for the VMU uploaded to a Planetweb compatible service. Planetweb is the most popular browser for the Sega Dreamcast but it is severely limited on today s Internet.

Once you have Flappy Bird on your Sega Dreamcast Visual Memory Unit you can play it like you would any other VMU game. Watch the embedded video above ad see how it looks. If you have a VMU available, this may be worth your time to install.

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A-ONE’s Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

How To Find Your Messages If You Fell for Google s Mic Drop Prank

It’s April Fools’ Day, so Google decided to have a little fun with its users by adding a new function to Gmail: the "Mic Drop."

Using one of the Internet’s favorite mascots, minions from "Despicable Me," Google replaced its normal "Send and Archive" button with a bright-orange one that guaranteed you’d have the last word by blocking any replies that may come after that message. It also appended a sassy little GIF of a minion dropping a mic.

Cute, right? But panic not hilarity ensued after the prank was deployed. Google’s product forums were soon full of reports from users saying that the feature had seriously hurt them personally and professionally when they hit the button by accident for emails that they really shouldn’t have. The complaints prompted Google to take back its joke and apologize for the inconvenience.

Oh, dear.

For those affected by the prank, there is, however, a way to recover your messages. You can find the replies to your email in the "All Mail" folder, a Google spokesman said. Users on Google’s help forums have also reported that you can find any replies by finding the email thread in your "Sent" folder, and then moving it to your Inbox. While it won’t undo whatever damage may already be done, you will at least be able to see how people responded. Then, you can send a fresh email explaining the circumstances.

It’d be easy to say that those complaining just can’t take a joke. Yet that glosses over the fact that email is a channel for some pretty serious communication.

"I send a legal document which affects mine and my family’s life and you stick that button in the place of a send button," reads a post from one of many complainants pointing out that maybe the feature wasn’t such a good idea. Others said on the forum that they may have lost job opportunities because of the feature, after accidentally using it in emails to prospective employers or to freelance editors. Technologist Andy Baio, after criticizing Google for their "short-sighted" prank, posted more examples of people who’d run afoul of the prank, including one woman who accidentally attached the GIF to a request for prayers.

Google, to its credit, wholeheartedly acknowledged that it messed up. In a statement, the company said, "Well, it looks like we pranked ourselves this year. Due to a bug, the MicDrop feature inadvertently caused more headaches than laughs. We re truly sorry. The feature has been turned off. If you are still seeing it, please reload your Gmail page." The company did not disclose

what, if anything, it paid to license the Minion characters for the joke feature.

The Google spokesman said that the company isn’t sure how many people may have used the feature between when it first went live at 1 a.m. Friday Zurich time (7 p.m. Eastern on Thursday) and when it was removed around 3 a.m. Eastern. The feature was not turned on for professional "Google Apps" accounts which may have limited some of the potential professional damage but it’s clear that a lot of people use the consumer version of Gmail for serious business as well.

Things appear to be back to normal for most Gmail users; in fact, many users may have never seen the button at all. But some users have reported that they’ve had trouble getting the feature to stop with conversations on which they’ve already used "Mic Drop," in some circumstances. For example, some users have reported using the joke feature on a draft email with no recipients, only to find themselves still unable to get replies after using the normal send button.

Is this a lesson in being careful about what you click? Yes. But it should also be a lesson for companies to think carefully about how people actually use their products and a cautionary tale in how not to mess that up.

FCC Votes To Propose New Privacy Rules For Internet Service Providers

The Federal Communications Commission voted to propose its first Internet privacy rules and to expand a phone subsidy program to cover Internet access.

The Federal Communications Commission is officially proposing to begin regulating how Internet service providers handle user privacy. The agency is looking to restrict the companies’ ability to share with advertisers and other third parties the information they collect about what their customers do online.

The agency’s vote, however, was delayed for more than three hours by last-minute negotiations among commissioners and the chairman. At stake was a budget cap for a telecom subsidy program, which the FCC subsequently voted to expand to cover both phone and Internet service.

The FCC voted to begin collecting public comment on its chairman’s proposal to let consumers weigh in on what information ISPs collect about them and how that information gets used.

As we reported previously, "as they connect us to the Internet, ISPs have insight into our lives websites we frequent, apps we download or locations we visit and may use that data for their own promotions or sell it to data brokers to be used for marketing or other purposes."

Under this new proposal formally approved by a 3-2 Democratic majority of FCC commissioners consumers would be able to opt out of programs that let ISPs use the data they collect to offer other

services themselves, but the companies would require explicit opt-in consent for data to be shared with third parties.

"It’s the consumers’ information and the consumers should have the right to determine how it’s used," said FCC Chairman Tom Wheeler.

Telecom companies are against this proposal, arguing it puts them on an unequal footing with other Internet companies that collect data on users, like Google and Netflix, which are only overseen by the Federal Trade Commission. Republican FCC commissioners, too, dissented from the proposal, calling it corporate favoritism.

The FCC will now collect public comment on this proposal before voting to set new rules.

Since 1985, a government program called Lifeline has helped low-income people pay for phone service first landlines and later cellphones. On Thursday, the FCC voted to begin allowing the recipients of the subsidy, which is $9.25 a month, to choose whether to spend it on a phone or an Internet connection, wired or wireless.

This is the vote that delayed the typically punctual FCC under Wheeler. The FCC’s two Republican commissioners and one of the Democrats, Mignon Clyburn, had apparently worked on a last-minute deal to cap the budget of the program at $2 billion a year, but the deal was ultimately scuttled.

"I negotiated in good faith to have a budget mechanism in place that ensures millions of new households will have the opportunity to afford advanced telecommunications services," Clyburn said. "Upon further deliberation, I concluded that such a mechanism could not fully achieve my vision of a 21st century Lifeline program."

The program, funded through fees paid by telephone companies and users, spent about $1.5 billion in 2015 and has no cap. It had in the past come under fire for waste and abuse and underwent updates and changes in 2012. Republicans have long called for restrictions to the subsidy’s budget.

The FCC voted also 3-2 along party lines, with stern and impassioned objections from the Republicans to set a budget of $2.25 billion a year without a hard cap and impose new eligibility checks, service standards and a funding review process. The FCC estimates that the subsidy currently helps about 12 million households afford phone service.

The Unfinished Business

The FCC has a few other things on tap for the coming weeks:

The agency on Tuesday launched a major auction of airwaves, or in telecom parlance, spectrum. It’s expected to take several months.

The agency plans to first reclaim airwaves from TV stations and then sell them to telecom companies in what’s going to be the most complex auction of radio frequencies in history. The idea is to incentivize broadcasters to give up some of their airwaves, freeing up more spectrum for the growing use of mobile devices.

The regulators are also expected to deliver a verdict on the proposed $67 billion cable merger of Charter Communications, Time Warner Cable and Bright House Networks. All signs are pointing to an approval with conditions, but the timing and details are unclear.

As the New York Times reports, the deal would create the second-largest broadband provider behind Comcast and third-largest video provider after Comcast (whose bid to buy Time Warner Cable was rejected last year) and DirecTV (which was bought by AT&T last year).

And the D.C. Circuit Court of Appeals will decide whether the FCC gets to keep the hotly debated "net neutrality" rules that redefined the agency’s authority over Internet service providers.

Though the timing of the court decision is uncertain, Wheeler in an interview with NPR earlier this month said it could be "in the next few weeks," consistent with the industry’s expectation of the ruling sometime this spring.

The key question in front of the court is whether the FCC had proper authority to reclassify broadband Internet as a more heavily regulated telecommunications service, similar to traditional telephony.

North Korea Now Blocking Facebook, Twitter, Other Websites

North Korea has officially announced it is blocking Facebook, YouTube, Twitter and South Korean websites in a move underscoring its concern with the spread of online information.

The Ministry of Posts and Telecommunications announcement was posted this week at the country’s main mobile service provider, Koryolink, and other places serving Internet users.

Very few North Koreans have Internet access. Typically they can see only a sealed-off, government-sanctioned intranet. But foreigners had previously been able to surf the Web with almost no overt restrictions, though most likely with behind-the-scenes monitoring of their Internet activities.

The new restrictions will make it more difficult for visitors or the small community of foreign residents in North Korea to post real-time information about the country to the outside world, and will further limit the ability of North Koreans with Internet access to view information about their country posted elsewhere.

The government announcement named YouTube, Facebook, Twitter, Voice of America and South Korean media sites as specific examples of what it is blocking "for a certain period of time."

It also said gambling and "sex and adult websites" have been blocked.

Facebook and Twitter had been informally blocked for months and could not be accessed Friday in a Web search from Pyongyang.

The announcement added that anyone who tries to hack onto such sites, access them in an "improper" way or distribute "anti-republic data" from them will be subject to punishment under North Korean law. It did not say what the punishment would be.

The new North Korean restrictions are similar to Internet censorship in neighboring China, which allows more access in general but also maintains strict bans on sites that Beijing deems politically sensitive or socially harmful.

They also mirror some restrictions in South Korea, which, despite being one of the world’s most Internet-crazy countries, also bans North Korean websites and a wide variety of what the government deems to be adult content.

It is estimated that more than 2 million North Koreans now use mobile phones, but with few exceptions access to the Internet is limited to officials, technicians or others who have special permission to use it, usually under close supervision.

North Korea decided in 2013 to allow foreigners in the country to use 3G on their mobile phones, which generally require a local SIM card to get onto the Koryolink mobile carrier network.

That opened the door for them to surf the net and to post to social media such as Facebook, Twitter and Instagram. More recently, even live-streaming video had been posted using the new Twitter app Periscope.

But Pyongyang, looking to maintain control over the flow of news getting out and concerned that local people may have also been finding ways onto the Web, has been quietly experimenting with Internet controls for some time.

In June last year, warnings began appearing on Instagram accounts in North Korea that claimed access to the popular photo-sharing app was being denied for "harmful content." Access to other sites was also denied with a screen notification saying, "Warning! You can’t connect to this website because it’s in blacklist site."

Instagram was not on the new list of officially banned sites and was functioning normally.

FBI Is Fighting Back Against Judge’s Order To Reveal TOR Exploit Code

Last month, the Federal Bureau of Investigation (FBI) was ordered to reveal the complete source code for the TOR exploit it used to hack visitors of the world s largest dark web child pornography site, PlayPen.

Robert J. Bryan, the federal judge, ordered the FBI to hand over the TOR browser exploit code so that defence could better understand how the agency hacked over 1,000 computers and if the evidence gathered was covered under the scope of the warrant.

Now, the FBI is pushing back against the federal judge s order.

On Monday, the Department of Justice (DOJ) and the FBI filed a sealed motion asking the judge to reconsider its ruling, saying revealing the exploit used to bypass the Tor Browser protections is not necessary for the defense and other cases.

In previous filings, the defence has argued that the offensive operation used in the case was "gross misconduct by government and law enforcement agencies," and that the Network Investigative Technique (NIT) conducted additional functions beyond the scope of the warrant.

The Network Investigative Technique or NIT is the FBI’s terminology for a custom hacking tool designed to penetrate TOR users.

This particular case concerns Jay Michaud, one of the accused from Vancouver, Washington, who was arrested in last year after the FBI seized a dark web child sex abuse site and ran it from agency s own servers for the duration of 13 days.

During this period, the FBI deployed an NIT tool against users who visited particular, child pornography threads, grabbing their real IP addresses among other details. This leads to the arrests of Michaud among others.

The malware expert, Vlad Tsyrklevich held by the defense to analyse the NIT, said that it received only the parts of the NIT to analyse, but not sections that would ensure that the identifier attached to the suspect’s NIT-infection was unique.

"He is wrong," Special Agent Daniel Alfin writes. "Discovery of the ’exploit’ would do nothing to help him determine if the government exceeded the scope of the warrant because it would explain how the NIT was deployed to Michaud’s computer, not what it did once deployed."

In a separate case, the Tor Project has accused the FBI of paying Carnegie Mellon University (CMU) at least $1 Million to disclose the technique it had discovered that could help them unmask Tor users and reveal their IP addresses. Though, the FBI denies the claims.

A Government Error Just Revealed Snowden Was the Target in the Lavabit Case

It s been one of the worst-kept secrets for years: the identity of the person the government was investigating in 2013 when it served the secure email firm Lavabit with a court order demanding help spying on a particular customer.

Ladar Levison, owner of the now defunct email service, has been forbidden since then, under threat of contempt and possibly jail time, from identifying who the government was investigating. In court documents from the case unsealed in late 2013, all information that could identify the customer was redacted.

But federal authorities recently screwed up and revealed the secret themselves when they published a cache of case documents but failed to redact one identifying piece of information about the target: his email address, Ed_Snowden@lavabit.com. With that, the very authorities holding the threat of jail time over Levison s head if he said anything have confirmed what everyone had long ago presumed: that the target account was Snowden s.

The documents were posted on March 4 to the federal court system known as Pacer as part of Levison s long battle for transparency in the case that ruined his business. They were spotted this week by the transparency site Cryptome and published online.

Here s a quick recap of that case: On June 28, 2013, shortly after newspapers published the first NSA leaks from Snowden, FBI agents showed up at Levison s door in Texas and served him with a pen register order requiring him to give the government metadata for the email activity of one customer s account.

The case was initially sealed and the public didn t learn about it and the fight over Levison s customer until after he had shuttered his email service in defiance of the government. But even after he closed Lavabit and there was no hope of the government obtaining information about the account that it had been seeking, the target was never identified. When some of the documents in the case were finally unsealed in redacted form in October 2013, however, the unredacted parts left little doubt that the Lavabit case was about Snowden, who was known to be using a Lavabit account in the spring of 2013 when his first NSA leaks were published and when he was hiding in a safe house in Hong Kong. It was still an educated guess, however.

Cut to now. With the Lavabit case long ended, Levison has kept fighting to get more of the documents unsealed and unredacted. He s been using money raised by supporters back in 2013 to fund the fight for transparency. He filed a motion in December asking an appeals court to unseal documents and vacate a non-disclosure order that has silenced him about the target. It turns out he was a little more successful in that latter request than he thought he was with a little help from a government error. After a hearing earlier this year, a court denied his motion to unseal and vacate but ordered US attorneys in the case to re-release all previously filed pleadings, transcripts, and orders with everything unredacted except the identity of the subscriber and the subscriber s email address. After some negotiation, the government got the court to agree to let it redact other information as well that might harm its investigation into the target.

Then the government messed up. When the documents were re-posted to Pacer this month, Snowden s Lavabit email address was left unredacted in plain sight in an August 2013 document.

When asked for comment, Levison s lawyer Jesse Binnall told WIRED in an email that due to the letter and spirit of the court s January 7, 2016 order, Lavabit has no further comment on the unredacted email address.

Binnall is referencing the January 2016 order in which the court

denied Levison s motion to unseal records and vacate the non-disclosure order in the case.

WIRED spoke with Levison, prior to his learning that the government had made the redaction error, about his struggle to obtain transparency. Three years later, I still cannot tell you who they were after. I keep getting asked the question, and I can t answer.

Now, it appears he doesn t have to. The government has answered for him.

FCC Program To Help Poor Get Online Will Start in December

Low-income Americans are expected to be able to apply for help from the federal government in paying for Internet access in December.

The Federal Communications Commissioners voted, 3-2 along party lines, Thursday to expand the $1.5 billion Lifeline program, a $9.25-a-month subsidy, to Internet as well as phone service. It can be used with cellphone Internet or home Internet.

It’s the latest federal government attempt to close a "digital divide" between those who have access to the Internet and those who don’t, as the ability to go online becomes seen as an increasingly important part of modern life, key for looking for jobs and going to school.

FCC Chairman Tom Wheeler said the agency is addressing abuse and fraud problems with improvements like making an independent party check that people are eligible rather than having phone or Internet providers do it.

Providers get payments for signing up customers, and then pass along discounted or free service. There had been problems with some providers signing up ineligible customers. Having someone else verify that people are ineligible could help remove the incentive for them to do that.

The program will have a $2.25 billion budget, but that amount could be raised.

There was a fair amount of drama accompanying the FCC meeting, which was delayed for several hours.

The two Republican commissioners had wanted a lower, $2 billion cap on spending, among other changes, and said that an agreement with Democratic Commissioner Mignon Clyburn went out the window at the last minute after pressure from Wheeler.

Clyburn said that she changed her mind because she didn’t want to limit the impact of Lifeline, which she said could help millions of households that don’t have Internet access. She said she heard from "a wide range of individuals."

Wheeler called the idea that he bullied Clyburn "balderdash."

Lifeline was started in 1985 and expanded to include wireless phones in 2005. It’s paid for with fees on Americans’ phone bills.

Microsoft and Canonical Partner To Bring Ubuntu to Windows 10

According to sources at Canonical, Ubuntu Linux’s parent company, and Microsoft, you’ll soon be able to run Ubuntu on Windows 10.

This will be more than just running the Bash shell on Windows 10. After all, thanks to programs such as Cygwin or MSYS utilities, hardcore Unix users have long been able to run the popular Bash command line interface (CLI) on Windows.

With this new addition, Ubuntu users will be able to run Ubuntu simultaneously with Windows. This will not be in a virtual machine, but as an integrated part of Windows 10.

The details won’t be revealed until tomorrow’s morning keynote speech at Microsoft Build. It is believed that Ubuntu will run on top of Windows 10’s recently and quietly introduced Linux subsystems in a new Windows 10 Redstone build.

Microsoft and Canonical will not, however, sources say, be integrating Linux per se into Windows. Instead, Ubuntu will primarily run on a foundation of native Windows libraries. This would indicate that while Microsoft is still hard at work on bringing containers to Windows 10 in project Barcelona, this isn’t the path Ubuntu has taken to Windows.

That said, Canonical and Microsoft have been working on bringing containers to Windows since last summer. They’ve been doing this using LXD. This is an open-source hypervisor designed specifically for use with containers instead of virtual machines (VMs). The fruits of that project are more likely to show up in Azure than Windows 10.

It also seems unlikely that Ubuntu will be bringing its Unity interface with it. Instead the focus will be on Bash and other CLI tools, such as make, gawk and grep.

Could you run a Linux desktop such as Unity, GNOME, or KDE on it? Probably, but that’s not the purpose of this partnership.

Canonical and Microsoft are doing this because Ubuntu on Windows’ target audience is developers, not desktop users. In particular, as Microsoft and Canonical continue to work more closely together on cloud projects, I expect to find tools that will make it easy for programmers to use Ubuntu to write programs for Ubuntu on the Azure cloud.

So is this MS-Linux? No. Is it a major step forward in the integration of Windows and Linux on the developer desktop? Yes, yes it is.

Apple Turns 40: Reflecting on Four Decades of History

Apple, co-founded by Steve Jobs, Steve Wozniak, and Ronald Wayne on April 1, 1976, celebrates its 40th anniversary today.

Last night, the company hung up a pirate flag at its One Infinite Loop campus to pay homage to the Jobs-led team that worked on the original Macintosh, which was viewed as rebellious at a time when Apple was focusing on the Lisa.

From near-bankruptcy to becoming the world's most valuable public company, Apple has been through a series of highs and lows over the past four decades.

Apple's history is vast, but the timeline below provides a basic overview of some of the company's important moments over the years.

Apple Timeline

1976 - Apple's history begins in the garage of Steve Jobs' childhood home in Los Altos, California, where Steve Wozniak and Jobs tested -- but designed elsewhere -- the first Apple I computers, which they later introduced at the Homebrew Computer Club. The Byte Shop places 50 orders. The computer later sells for $666.66.

1976 - Ronald Wayne designs the first Apple company logo, and prepares the trio's first partnership agreement, but relinquishes his 10% stake in the Apple Computer Company for $800 just twelve days later to avoid the potential financial risk. Wayne has assets that creditors could seize if the partnership becomes indebted.

1977 - Apple Computer Inc. incorporates on January 3, 1977.

1977 - Apple introduces its first successful product, the Apple II computer, for $1,298 after multimillionaire Mike Markkula invests $92,000 in the company. Markkula also helps Apple secure credit and additional venture capital, and recruited Michael Scott from National Semiconductor to be Apple's first CEO.

1978 - Apple begins development of the unsuccessful Apple III.

1979 - Jef Raskin, a human interface expert who joined Apple a year prior, receives approval to begin work on the Macintosh project. Raskin names the computer after the McIntosh apple, his favorite fruit. The Lisa Project, another personal computer, also begins under Ken Rothmuller, with a projected shipping date of 1981.

1980 - Apple launches its IPO and becomes a publicly traded company on December 12, 1980, selling 4.2 million shares for $22 each. The company generates more capital, and instant millionaires, than any IPO since Ford Motor Company in 1956. Apple continues to trade on the NASDAQ under the stock ticker AAPL today.

1981 - IBM introduces a low-spec PC for $1,565, and eclipses Apple's market share within two years, as the Apple Lisa misses

its shipping target. Apple experiences its first internal shakeup, with Markkula replacing Scott as president, Jobs becoming chairman, and Wozniak taking a leave of absence.

1982 - Steve Jobs is forced out of the Lisa project and takes over control of the Macintosh project from Jef Raskin, who subsequently resigns.

1983 - Apple launches the Lisa on January 19, 1983, but sells only 100,000 units due to the personal computer's expensive $9,995 price tag, compatibility issues, and perceived slow performance among consumers due to the Motorola 68000 processor's difficulty in running the complex Lisa operating system.

1983 - Steve Jobs convinces John Sculley, then president of Pepsi-Cola, to join Apple as president and CEO on April 8, 1983. Sculley was convinced after Jobs asked him the following: "Do you want to sell sugared water for the rest of your life? Or do you want to come with me and change the world?"

1984 - Apple's iconic "1984" commercial airs during a break in the third quarter of Super Bowl XVIII on January 22, 1984. The one-minute spot, based on George Orwell's novel of the same name, introduces the original Macintosh. The ad's intended message is Macintosh combating the conformity of "Big Brother," sometimes interpreted as IBM.

1984 - Steve Jobs introduces the Macintosh at Apple's annual shareholders meeting on January 24, 1984 for $2,495.

Hello, I m Macintosh. It sure is great to get out of that bag. Unaccustomed as I am to public speaking, I d like to share with you a maxim I thought of the first time I met an IBM mainframe: NEVER TRUST A COMPUTER YOU CAN'T LIFT! Obviously, I can talk, but right now I d like to sit back and listen. So, it is with considerable pride that I introduce a man who s been like a father to me STEVE JOBS.

1985 - Steve Jobs resigns from Apple on September 16, 1985 following an internal power struggle with Apple's Board of Directors and then-CEO John Sculley. Jobs founds NeXT Computer with other former Apple employees later in the year.

1987 - Microsoft releases the first version of Windows to much disappointment.

1991 - Apple and IBM partner on October 2, 1991 to create PowerPC-based computers.

1991 - Apple releases the PowerBook series on October 21, 1991, a two-decades-earlier precursor to the MacBook Pro.

1993 - John Sculley steps down as Apple CEO in May 1993 and is replaced by Michael Spindler.

1993 - Apple releases the ill-fated Newton as an early entrant in the PDA market.

1994 - Apple releases its first PowerPC-based desktop computers and notebooks.

1995 - Microsoft releases Windows 95, a major competitor to Mac OS.

1996 - Gil Amelio, a member of Apple’s Board of Directors since 1994, succeeds Michael Spindler as Apple CEO on February 2, 1996.

1997 - Apple, still under the leadership of Amelio, finalizes its acquisition of NeXT Computer on February 7, 1997, bringing Steve Jobs back to the company he co-founded as an advisor.

1997 - Apple is in financial trouble, with its stock reaching a 12-year low in the second quarter. Over the Independence Day weekend, and on the heels of the company losing over $700 million, Jobs convinces Apple’s Board of Directors to oust Amelio as CEO. Amelio resigns less than one week later.

"We were 90 days from going bankrupt," said Jobs at D8 in 2010.

1997 - Steve Jobs is appointed as interim CEO and focuses on simplifying Apple’s product lineup and giving importance to talents such as Jony Ive.

1997 - Apple launches the Apple Online Store on November 10, 1997 based on its new built-to-order product strategy. The website is built using NeXT’s WebObjects web application technology acquired earlier in the year.

1998 - Apple announces the iMac on May 6, 1998 as the first consumer-facing product since Steve Jobs returned to the company as interim CEO. The colorful, translucent all-in-one desktop computer, designed by Jony Ive, plays a key role in Apple’s rebound from its financial problems of years prior.

1999 - Apple releases the iBook on June 21, 1999 based on the colorful iMac design. The notebook lineup is positioned as a lower-end offering alongside the PowerBook series. The original iBook G3 features a clamshell design with translucent plastic, while the iBook G4 has an opaque white plastic case and keyboard.

2000 - Steve Jobs announces at Macworld that he has elected to be Apple’s permanent CEO on January 5, 2000, dropping his "interim" designation.

2001 - Just months after the dot-com collapse, Apple’s first two retail stores open in Tysons Corner, Virginia and Glendale, California on May 19, 2001. The two locations welcome over 7,700 people and sell a combined total of $599,000 of merchandise during their first two day weekend. Apple opens over two dozen more retail stores in the U.S. over the following year.

2001 - Steve Jobs introduces the iTunes media player on January 9, 2001.

2001 - OS X is released on March 24, 2001 based on the NeXTSTEP platform.

2001 - Steve Jobs announces the iPod on October 23, 2001 during

a low-key event at Apple’s Town Hall auditorium, describing the portable media player as a "quantum leap" that allows you to "fit your whole music library in your pocket." The iPod, like the iMac, plays a key role in Apple’s turnaround during the 2000s.

2003 - Apple launches the iTunes Store on April 28, 2003 for digital music downloads.

2004 - Apple introduces the iPod mini on January 15, 2004.

2005 - Apple introduces the iPod shuffle on January 11, 2005.

2005 - Apple introduces the iPod nano on September 7, 2005.

2006 - Apple releases the MacBook Pro with Intel architecture on January 10, 2006.

2006 - Apple releases the MacBook, the successor to the iBook, on May 16, 2006.

2006 - Apple and TBWA\Media Arts Lab launch a memorable "Get a Mac" advertising campaign starring actors John Hodgman as PC and Justin Long as Mac. The series of ads, which each begin with "Hello, I’m a Mac" and "I’m a PC," highlight the perceived weaknesses of Windows PCs while promoting Mac as a cooler alternative.

2007 - Steve Jobs famously introduces the iPhone on January 9, 2007 as if it is three separate products: a widescreen iPod with touch controls, a revolutionary mobile phone, and a breakthrough Internet communicator. The crowd erupts in applause upon realizing each are simply features of the smartphone.

2007 - Apple releases the Apple TV on January 9, 2007.

2007 - Apple Computer Inc. renames to Apple Inc. on January 9, 2007 to reflect its wider focus on consumer electronics. The Mac, iPod, Apple TV, and iPhone. Only one of those is a computer. So we re changing the name," says Steve Jobs.

2007 - Steve Jobs introduces the iPod touch on September 5, 2007.

2008 - Apple launches MacBook Air on January 29, 2008 as its thinnest notebook ever.

2008 - Apple launches the App Store on July 10, 2008.

2010 - Following years of speculation, Steve Jobs introduces the iPad on January 27, 2010. The device resembles a larger-sized iPhone with a 9.7-inch multi-touch screen, aluminum unibody, and thin bezels. Apple’s iOS device lineup hereafter consists of the iPhone, iPad, and iPod touch.

2011 - Apple passes oil giant ExxonMobil on August 9, 2011 to become the world’s most valuable publicly traded company, with a market cap exceeding $337 billion. Apple remains the world’s most valuable company today, nearly five years later, despite briefly trading places with Google parent company Alphabet in early February.

2011 - Steve Jobs passes away on October 5, 2011, one day after Apple introduced the iPhone 4S and Siri, following a lengthy battle with a rare form of pancreatic cancer and other health complications. Apple celebrates his life at its Cupertino campus two weeks later as the public greatly mourns his loss.

2012 - Apple Maps launches on iOS 6 to much criticism, leading to a public apology from Tim Cook and the resignation of iOS software chief Scott Forstall.

2014 - Tim Cook introduces the Apple Watch on September 9, 2014 as the company's first wearable device. The product is developed by a team led by Apple COO Jeff Williams, and the company collected over 18,000 hours of health and fitness data prior to its launch in April 2015.

2014 - Apple Pay launches in the United States on October 20, 2014.

2015 - Tim Cook introduces Apple Music, the company's first subscription-based streaming music service, at WWDC 2015. Apple Music is compatible with iPhone, iPad, iPod touch, Mac, PC, Apple TV, and Android. The service competes directly with Spotify, Google Play Music, Tidal, and other streaming music platforms.

2016 - Apple releases the iPhone SE and smaller iPad Pro as it battles the FBI over smartphone encryption.

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